

### **Amendments To The Claims**

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) A method for computer network access comprising the steps of:  
running a client application wherein,  
the client application is not a web browser, and  
the client application runs on a customer device;  
entering user information into the customer device;  
communicating the entered user information to a first server ~~from a client;~~  
storing the user information on the first server;  
creating a unique customer identification for ~~[[the]]~~ a user of the customer device;  
storing the unique customer identification on the first server;  
communicating the unique customer identification to,  
[[the]] a client running the client application, and  
other servers running a plurality of server applications;  
wherein the communication does not include a cookie sent to a browser.  
storing the unique customer identification  
on the client and  
the other servers;  
communicating the unique customer identification from the client to the first server or  
one of the other servers; and  
authenticating the user by matching the unique customer identification stored on the  
client to that received at the first server or one of the other servers with the unique customer  
identification stored either on the first server or one of the other servers when the user  
correspondingly communicates with either the first or other servers.
2. (Currently Amended) The method of claim 1 wherein  
in the step of authenticating the user by matching the unique customer identification, the

first server and each of the other servers correspond to has a particular services service available to ~~[[the]]~~ the user of the customer device and

wherein the user of the customer device is not allowed access to the particular services service if the matching step is unsuccessful the unique customer identification received at the does not match the stored unique customer identification.

3. (Currently Amended) The method of claim 1 wherein in the step of ~~[[the]]~~ communicating the entered user information step to a first server ~~comprises employing~~ the communication is compliant with a common gateway interface standard.

4. (Currently Amended) The method of claim 1 wherein in the step of communicating the entered user information step ~~comprises employing~~ a JAVA servlet technology is used.

5. (Currently Amended) The method of claim 1 wherein in the step of communicating the entered user information step ~~comprises employing~~ a Berkeley System Distribution socket interface is used.

6. (Currently Amended) The method of claim 1 wherein in the step of communicating the unique customer identification ~~[[step]] comprises employing~~ the communication complies with a common gateway interface standard.

7. (Currently Amended) The method of claim 1 wherein in the step of communicating the unique customer identification step ~~comprises employing~~ a JAVA servlet technology is used.

8. (Currently Amended) The method of claim 1 wherein in the step of communicating the unique identification ~~[[step]] comprises employing~~ a Berkeley System Distribution socket interface is used.

9. (Currently Amended) A digital computer system programmed to perform the following steps:

run a client application wherein,  
the client application is not a web browser, and  
the client application runs on a customer device;  
receive user information entered into the customer device;  
~~communicating~~ communicate the entered user information to a first server ~~from a client;~~  
~~storing~~ store the user information on the first server;  
~~creating~~ create a unique customer identification for ~~[[the]]~~ a user of the customer device;  
~~storing~~ store the unique customer identification on the first server;  
~~communicating~~ communicate the unique customer identification to,  
[[the]] a client running the client application, and  
other servers running a plurality of server applications  
wherein the communication does not include a cookie sent to a browser;  
~~storing~~ store the unique customer identification on the client and the other servers;  
communicate the unique customer identification from the client to the first server or one  
of the other servers; and  
authenticate, the user by matching the unique customer identification stored on the client  
to that received at the first server or one of the other servers with the unique customer  
identification stored either on the first server or one of the other servers when the user  
correspondingly communicates with either the first or other servers  
wherein each of the other servers ~~correspond to~~ has a particular ~~services~~ service available  
to the user of the customer device and  
wherein the user of the customer device is not allowed access to the services if ~~the~~  
~~matching step is unsuccessful~~ the unique customer identification received at the first server or  
one of the other servers does not match the unique customer identification stored either on the  
first server or one of the other servers.

10. (Currently Amended) A computer-readable medium storing a computer program, the  
computer program functional to perform the following steps: implementing a method comprising  
the steps of:

run a client application wherein,  
the client application is not a web browser, and  
the client application runs on a customer device;  
receive user information entered into the customer device;  
~~communicating~~ communicate the entered user information to a first server ~~from a client;~~  
~~storing~~ store the user information on the first server;  
~~creating~~ create a unique customer identification for ~~[[the]]~~ a user of the customer device;  
~~storing~~ store the unique customer identification on the first server;  
~~communicating~~ communicate the unique customer identification to,  
[[the]] a client running the client application, and  
other servers running a plurality of server applications;  
~~storing~~ store the unique customer identification on the client and the other servers;  
communicate the unique customer identification from the client to the first server or one  
of the other servers; and  
authenticate, the user by matching the unique customer identification stored on the client  
~~to that~~ received at the first server or one of the other servers with the unique customer  
identification stored either on the first server or one of the other servers when the user  
~~correspondingly communicates with either the first or other servers.~~

wherein each of the other servers correspond to has a particular services service available  
to the user of the customer device and

wherein the user of the customer device is not allowed access to the services ~~if the~~  
~~matching step is unsuccessful~~ the unique customer identification received at the first server or  
one of the other servers does not match the unique customer identification stored either on the  
first server or one of the other servers.

11. (Currently Amended) A computer network system comprising:

a server computer running a server software application operable ~~[[for]]~~ to;  
~~creating~~ create a unique customer identification for a user,  
~~storing~~ store the unique identification on the server computer,  
~~communicating~~ communicate the unique customer identification to a client,

wherein the communication does not include a cookie sent to a browser; and

~~authenticating~~ authenticate the user via the unique identification when the user communicates with the server computer; and

a client computer running a client software application said client computer operably connected to the server computer over a network and wherein the client software application is operable ~~[[for]]~~ to:

~~communicating~~ communicate user information to the server application software ~~from the client computer,~~

~~storing~~ store ~~user information~~ the unique customer identification ~~on the client~~ computer, and

~~performing the user authentication~~ provide the server with the unique customer identification to authenticate a user with the server application.

12. (Currently Amended) The computer network system of claim 11 further comprising:

at least one additional server software application running on the server computer operable ~~for providing to provide~~ to provide information services to ~~[[a]]~~ the user and ~~[[is]]~~ operable ~~for receiving to receive~~ the unique ~~[[user]]~~ customer identification from the server computer and ~~authenticating~~ authenticate the user via the unique customer identification when the user communicates with the additional server software application.

13. (Currently Amended) The computer network system of claim 11 further comprising:

at least one additional server computer running an additional server software application, said additional server computer operably connected to the server computer and client computer over a network and operable ~~for providing to provide~~ to provide information services to ~~[[a]]~~ the user, and ~~operable to receiving~~ receive the unique ~~[[user]]~~ customer identification from the server computer and ~~authenticating~~ authenticate the user via the unique customer identification when the user communicates with the additional server software application.

14. (Currently Amended) The method of claim 1 wherein the step of creating a unique customer

identification for the user of the consumer device the step includes includes generating a random number.

15. (Currently Amended) The method of claim 1 wherein in the step of communicating the unique customer identification to the client and other servers the unique identification is not embedded in a cookie.

16. (Currently Amended) The method of claim 1 wherein in the step of communicating the unique customer identification to the client and other servers the unique customer identification is not ~~embedded in~~ a cookie.

17. (Currently Amended) The method of claim 1 wherein in the step of communicating user information to a first server from a client the user information includes ~~a name~~, an address and a phone number.

18. (Previously presented) The computer network system of claim 11 wherein the client software application does not store cookies.

19. (Currently Amended) The computer network of claim 13 wherein the at least one additional server computer running is operably connected to the server computer through a business network ~~link~~.

20. (Previously presented) The computer network of claim 19 further comprising a firewall between the one server computer and the client computer.